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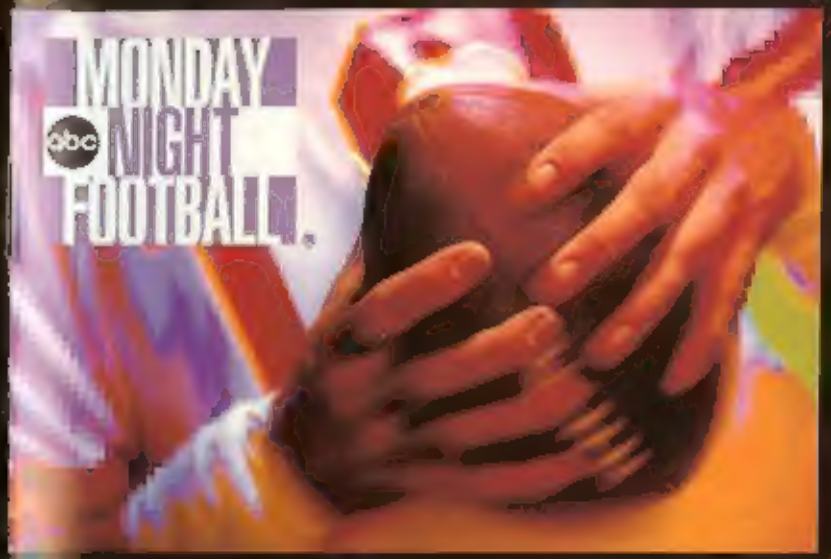

INSTRUCTION BOOKLET

DATA EAST

SUPER NINTENDO ENTERTAINMENT SYSTEM

DATA EAST

1850 LITTLE ORCHARD STREET SAN JOSE, CA 95125

PRINTED IN JAPAN

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WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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INTRODUCTION

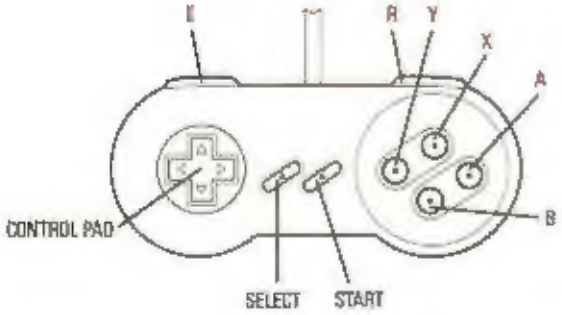
- ABC's Monday Night Football is on the air -- and tonight you're the star QB! Take the toss with one of your favorite teams from all 28 pro clubs, or blast downfield with your own brand-new squad of gridiron gladiators.
- Launch the offense from an arsenal of real pro football plays. Try to execute a pass play, but you better watch it or you might get sacked. Attack the goal with awesome close-up power plays, or send a wide receiver long and throw a bomb with no time left.
- Get out there and make some memorable plays. ABC's own Frank Gifford rehashes the best plays of the game. If Gifford likes your plays, they go down in history, and you can see 'em again and again.
- This is high stakes, all-weather pro ball and the heat's on you! And you don't have to play it just on Mondays.

"Whoo...aa...aa...hhh, Nellie! . . . Touchdown!"

SETTING UP

1. Set up your Super NES and make sure the power switch on the Control Deck is turned OFF.
2. For two player games, plug in a second controller.
3. Load the *ABC's Monday Night Football* Game Pak into the top of the Control Deck. Push it all the way down.
4. Turn on your TV and slide the Power switch on the Control Deck to the ON position.
5. You'll see the title and opening screens to this powerful game of hard-hitting pro football.
6. Press the Start Button on controller 1 to see the first Options menu.

BUTTON CONTROLS



Setting Up

On the Options menus:	***Press this:***
Highlight an option.	*Control Pad* up, down, left or right.
Choose a highlighted option;	*B-Button.*
Cancel an option; return to the previous Options menu.	*A-Button.*
Review the Rankings screens.	*Control Pad* up, down, left or right.

On the Name Edit grids:	***Press this:***
Cycle through the letters or numbers.	*Control Pad* up, down, left or right.
Add a letter or number to the name.	*B-Button.*
Go on to the next name.	*B-Button* with "End" selected.

In the Play Book:	***Press this:***
Cycle through the plays.	*Control Pad* right or left.
Choose the marked play.	*B-Button.*
Select an alternate play.	*Control Pad* right or left.
Replace the original play with the alternate play.	*B-Button.*

Playing the Game

For the coin toss:	***Press this:***
Call Heads or Tails.	*Y-* or *B-Button.*
Choose to kick off or receive.	*Y-* or *B-Button.*

On offense:	***Press this:***
Call "Hut Hut" when set in position.	*X-Button.*
Snap the ball.	*B-Button.*
Move your marked player on the field.	*Control Pad* up, down, left, right or diagonally.
Increase your running speed.	*B-Button* rapidly and repeatedly.
Pass to receiver *A* during a Pass play; throw a short pass during a Power Play.	*A-Button.*
Pass to receiver *X* during a Pass play; throw a medium pass during a Power Play.	*X-Button.*
Pass to receiver *Y* during a Pass play; throw a long pass during a Power Play.	*Y-Button.*
Jump to catch a pass; dive.	*Y-Button.*
Do spin moves to avoid tackles.	*L-Button* or *R-Button.*
Kick the ball during a punt or field goal attempt.	*B-Button,* then tap it rapidly to increase your running speed and the strength of the kick.
Turn the pages on the Stats screen.	*Control Pad* up or down.
Pause/resume action.	*Start Button.*

On defense:	***Press this:***
Kick the ball during a kickoff.	*B-Button,* then tap it rapidly to increase your running speed and the strength of the kick.
Cycle through the line before the snap; switch player control after the snap.	*A-Button.*
Move your marked player on the field.	*Control Pad* up, down, left, right and diagonally.
Jump, dive; tackle.	*Y-Button.*
Pause/resume action.	*Start Button.*

On the Play Board	*Press this:*
Call a Run play (offense).	*A-, B-, X- or Y-Button,* depending on your play choice.
Call a Pass play (offense).	*Control Pad* up, down, left or right, depending on your play choice.
Call a Run Power Play (offense).	*R-Button.*
Call a Pass Power Play (offense).	*L-Button.*
Choose the Run play you'll attempt to stop (defense).	*A-, B-, X- or Y-Button,* depending on your play choice.
Choose the Pass play you'll attempt to stop (defense).	*Control Pad* up, down, left or right, depending on your play choice.
Bring up the Strategy menu on the Play Board.	*Start Button.*
Mark a strategy choice.	*Control Pad* up or down.
Activate the strategy.	*B-Button.*
Run a replay.	*Y-Button. (On Offense Only)*
Return to the Play Board from some Strategy screens.	*B-Button.*

QUICK START

One Player Games

To dive into rib-cracking action as fast as possible:

1. Choose a "Regular Season" or "Pre Season" game. In "Regular Season," you'll begin 13 weeks of grueling turf battle for a chance at the championship Super Monday Night Football game. In "Pre Season," you'll play one exhibition game for gridiron dominance.
2. If you're playing "Regular Season," hit the B Button. Next choose "Team Select" and go on to that screen. A "Pre Season" choice takes you directly to the Team Select screen.

   Note: If you've already played a Regular Season game, you will need to select "Data Clear" and "Yes" in order to choose a different team.
3. Pick out your team from 28 pro clubs in two official conferences. Then the computer will select its team with the alternate play.

Two Player Games

Go head-to-head against a buddy for gridiron glory:

1. Choose "1P VS 2P" on the first Options menu. In

this game, you and a friend will clash in a single bone-crushing battle. You'll automatically go on to the Team Select screen.

2. Pick out your teams. Both players can make their choices at the same time.

3. The game starts automatically as soon as the teams are chosen.

THE COIN TOSS

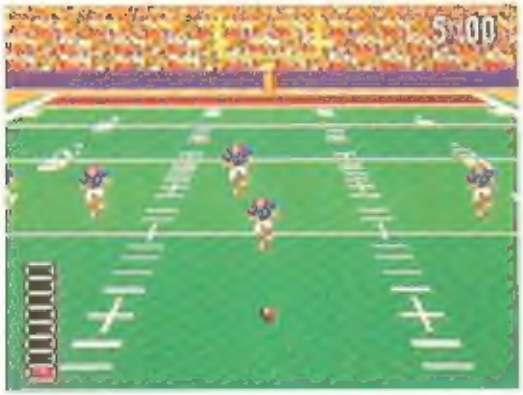
Every game starts with a coin toss to determine the kickoff team. In two player games, Player 1 tosses the quarter. Press the *Y-Button* or *B-Button* to make your choices.

1. Call "Heads" or "Tails." Watch that quarter spin!
2. If you win the toss, choose whether to kick off or receive. If you lose the toss, the computer or Player 2 gets to decide the kickoff team.

SCORING

1.	Touchdown	6 points
2.	Extra Point	1 point
3.	Field Goal	3 points
4.	Safety	2 points

THE KICKOFF



The kicking team lines up at the top of the screen, with the receiving team back to return the kickoff at the bottom of the screen. These first crucial moments will determine the starting position of the offensive (receiving) team. If you're kicking, press the *B-Button* to start the kickoff. Then tap the button rapidly to increase your running speed and the strength of your kick. Watch your Kick Meter to see how much power you're building up. The farther downfield you can launch the ball, the tougher it'll be for the offense!

If you're receiving, move your return man into position to catch the ball as soon as possible. Then use the *Control Pad* to run him upfield, dodging attackers and tapping the *B-Button* rapidly to increase your speed. Press the *L-* or *R-Button* for spin moves to neutralize or slip away from tackles.

You'll play four 6-minute quarters. Player 1's controlled player is marked with a "P1" medallion. Player 2's has a "P2" medallion, and the computer player is marked with a "CP."

CALLING YOUR NEXT PLAY

As soon as the runner is downed, you'll go to the Play Board where you can choose your next strategy. All the plays shown are offensive schemes.

If you're on offense:

- Call your next play by pressing the controller button blinking beneath it.
- You can also call a running or passing Power Play by pressing the *R-* or *L-Button*. Each type of Power Play is available twice per half (four times per game).

If you're on defense:

- Try to figure out which play the offense will run, and choose it by pressing the correct controller button. During the play, your team will work to stop that particular play. If you choose right, you'll squash the opposition before it can gain any yardage.

You'll return to the field as soon as both teams have made a play choice.

PLAYING OFFENSE

You're the field general, and you call all the plays. The results are first downs and touchdowns!

Run play:

1. Press the *B-Button* to snap the ball.
2. Immediately press the *Control Pad* down to move the quarterback back to avoid a sack or make a handoff. In the case of a handoff, your control will automatically change to the receiver.
3. Start running the ball carrier upfield. Press the *B-Button* to increase your speed and press the *L-* or *R-Button* for spin moves and more yardage!

Pass Play:

On screen, three receivers will be designated with medallions *A*, *X* and *Y*, corresponding to the controller buttons. Also watch the matching medallions at the bottom of the screen. When a receiver is blocked, his medallion will flash steadily.

1. Press the *B-Button* to snap the ball.
2. Immediately press the *Control Pad* down to move the quarterback back to avoid a sack. Glance at the medallions to determine which receiver is open, then press the corresponding button to pass.
3. As soon as the receiver completes the pass, your control passes to him. (If the ball is right over the receiver, you can press the *Y-Button* to make him jump and try to grab it.) Run him upfield for extra yardage. Tap the *B-Button* rapidly to increase your speed; press the *L-* or *R-Button* for spin moves to avoid tackles.

POWER PLAYS

Running Power Play:

1. Tap the *B-Button* rapidly to run as fast as you can!

Passing Power Play:

1. Press the *A-Button* for a short pass, the *X-Button* for a medium pass, or the *Y-Button* for a long pass.
2. Tap the *B-Button* rapidly to run as fast as you can!

PLAYING DEFENSE

Your job on defense is to crush the ball carrier!

1. Before the snap, press the *A-Button* to cycle your control through the defensive line. In a one player game, the computer will snap quickly, so move fast.
2. At the snap, immediately start running your player toward the ball carrier. If another defensive player is closer to the ball, switch control to him with the *A-Button*.

3. Press the *B-Button* to increase your speed; press the *Y-Button* to dive, tackle or jump. (Use these same buttons for Power Plays.)

TIME OUTS AND STRATEGY OPTIONS

The Strategy menu lets you call a time out and choose from several offensive strategies. To see the menu, press Start any time you're on the Play Board. Use the *Control Pad* to mark the option you want, and then press the *B-Button*.

Cancel Close the menu.

Time Out Call a time out, three times per half. (Second and forth quarters of play only)

Punt Kick Set up for a punt kick instead of calling a play (offense only).

Field Goal Make a field goal attempt (4th down only).

Roster View the status of your players (offense only). Press the *Direction*

Button up or down to page through the screens, and press the *B-Button* to return to the Strategy menu.

Note: Occasionally an offensive player will injure himself. In that case, a substitute will take over that position for the remaining game time, and the regular player will return after the game.

Replay To review the last play (offense only). Hold down the *Y-Button* for replay; release it for freeze frame. Press *Start* at any time to return to the Strategy menu. (When the replay is over, you'll automatically return to the menu.)

STATS SCREEN

You'll see the stats for each team at the end of the game. Press the *Control Pad* up or down to page through the screens.

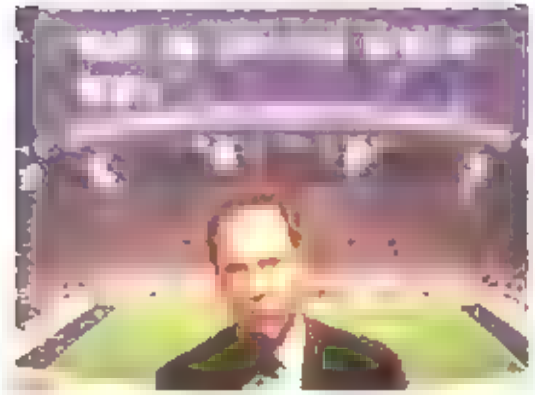
OPTIONS

Every time you start up a game, you have a full lineup of options for formidable football action. Press the *Control Pad* left or right to highlight an option, and press the *B-Button* to choose it. To cancel an option, or return to a previous menu screen, press the *A-Button*.

Main Options

1P Play Test your football smarts in a one player game against the computer (CPU). You can play a Pre Season exhibition game or enter a full 13-week regular league season leading up to the final Monday Night Football game. You can also create original teams for Regular Season play.

Other Options Whenever an outstanding play occurs, Frank Gifford steps in to replay the action. You can see these plays again, after the game, with the Highlight option. Choose "Scene 1" or "Scene 2" and press the *B-Button*. Choose "Exit" to return to the Main Options menu.



Sound Set the game sound to fit your particular setup. Choose "Stereo" or "Mono" to match your equipment, or choose "Exit" to return to the Main Options menu.

2nd Level Options

Regular Season Start up a full 13-week season of regular league play, leading up to the championship. From here you will go on to the Special Team or Team Select option, or Exit back to the 2nd Level Options menu.

Note: If you've already played one or more Regular Season games, you'll automatically continue the season when you select this option. You'll need to select "Data Clear" and "Yes" before you can choose a different team.

Pre Season Pump it up in a single exhibition game against the computer (CPU), with two of the 28 established pro teams.

Data Clear Erase any saved data from previous Regular Season games. To do that, choose "Data Clear?" and "Yes" in the following options menus. To see team information before clearing the data, choose "Team Data" and select a club from the Team Select screen. Press the *Control Pad* up and down to page through the Player screens, and press the *B-Button* to return to the previous menu. Select "Exit" to return to the 2nd Level Options menu.

Rankings Team rankings are determined by the wins and loses during regular season play.

Play Book Customize the Run and Pass play choices you have on the Play Board during your game. On the Play Book screen that appears, use the *Control Pad* to mark a play and then press the *B-Button*. Alternate plays will appear above or below your selection. Use the *Control Pad* again to select an alternate play and press the *B-Button* to replace the original play with your alternate choice. You can customize all eight plays displayed (four running and four passing). Press the *A Button* to return to the Regular Season Options menu screen.

Regular Season Options Menu

Team Select Select one of 28 pro teams from two conferences.

Customize Team Create a fantasy team. See the next section, "Creating Your Own Team," for instructions.

Team Data Page through a number of options to see rankings from around the league. Options include team

rankings in all conferences, leading offensive and defensive teams, and leading players in passing, receiving, rushing and sacks.

OFF, DEF Starters See the starting lineup for your chosen team.

Game Start Start a game with the options you've chosen.

CREATING YOUR OWN TEAM

You can set up your own dream team with the name, players and player skills you want.

1. Select "Regular Season" play. (If you've already played one or more games of a regular season, be sure to clear all data so that the Customize Team option will be available.)
2. On the next set of options, select "Custom Team."

3. Choose "Create Team" to customize an existing team.

Choose a name for your team.

Next, you'll see an edit screen where you can change the team name. Use the *Control Pad* to move the marker to the letter you want, and press the *B-Button* to add that letter to the team name. Select "Next" to see a grid of numbers, which you can add to the team name in the same way. Select "End" to go on to the Player edit screen.

- Edit the players' names in the same way you customized the team name. You can rename up to 30 players on any team.

- After renaming the final player, select "Yes." You'll see your team headlining in the evening newspaper!

4. Choose "Custom Team" to create a unique team from scratch!

- First choose your team's overall skill level. You have six options: Strong Offense, Strong Defense, Fast, Powerful, Balanced and All-Star. Use the *Control Pad* to cycle through the options and press the *B-Button* to choose. (Selecting "Exit" takes you back to the Special Team option.)

- Select your conference and division: AC East, AC Central AC West, or NC East, NC Central, NC West.

  Finish up by editing your team and player's names (see step 3).

Limited Warranty

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